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| **Time** | **Activity** | **Outcome** | **Resources** | **Questions for planning** | **Associated Risk Assessment** |
| 10-10:30 | Break up into groups of 8. Introduce the beast of Breary Marsh tale. Discuss the marsh and the habitat, why would a beast live here? What is there? Explore the woods, tree identification/habitat exploration. What is there to sustain a beast? What might it eat? Where might it live? | Identify the habitat and trees/learn about food chains/understanding basic needs of the beast – link to needs of a human- are they different or the same? | Tree identification cards. Food chain cards. | Which areas are we going to use? What about members of the public? Dogs? | Woodland RA. |
| 10:30-11:00 | Find a home for the beast. As a group, choose a spot in the woods. Then, in groups of 8, play a game in the woods. Set up a boundary and play hide and seek, set out the rules/expectations. | Expectations are set and followed/trust is established/problem solving, team work ethic is set for the day. | Coloured cloth/ribbon for boundaries. | Which areas are we going to use? What about members of the public? Dogs? | Woodland RA. |
| 11:00-12:00 | Creation of a home for the beast – food store, shelter, discuss the needs of the beast. Children to explain what they have added/come up with. |  | Twine. Natural resources found in the woodland. |  | Woodland RA. |
| 12:00 – 12:30pm | LUNCH |  |  |  |  |
| 12:45-1:30pm | Create an image of the beast on the floor in the beast’s home made in the morning. Describe the appearance, character of the beast. Discuss behaviour, likes/dislikes. |  | Natural resources found in the woodland. |  | Woodland RA. |
| 1:30pm – 2:15pm | Children create a tale of the beast of breary marsh, use role play and drama. |  |  |  | Woodland RA |